

Overview - *Airships and Appetites*

Part 1: Aboard the pleasure-cruise airship *Armada*, our party finds themselves attending a nightly dinner in the dining hall. Suddenly, they find themselves drowsy; minutes later, they wake to find a sickly mist floating through the air, and their silverware gone.

Part 2: The players explore the ship, following clues to try to find out just what happened...and who might have caused it.

Part 3: The conclusion. The players finally close in on the room of Alec Hilbrook, having realized he was behind the incidents all along, in order to feed his beloved rust monster..

Adventure Hook - Chapter 1/Intro

*Give all players the **Airship Map**, which they would have received upon boarding or found about.*

For whatever reason (our party characters may be vacationers, or stowaways, etc.) our characters are located in the dining hall of the ship.

Chatter between lavishly-dressed patrons fills the room, punctuated by the clatter of silverware against dishes. The hall is lit with warm lanterns and chandeliers; in the center sits a masterful ice sculpture, mage-crafted, and the grand staircase..

Suddenly, the lights shudder; within moments, our protagonists find themselves drowsy, and a faint blue mist fills the air, until the entire hall finds itself asleep. An unknown amount of time passes, and everyone wakes again; our protagonists find themselves amid the confusion. All of the hall's silverware is gone, and people amid the confusion complain of missing valuables:

necklaces, coins, and the like. A door slams at the top of the grand staircase. The same faint mist drifts in through the east entrance.

The dm should encourage the players to either:

-follow the mist (leads to the **Storeroom**)

-investigate the door at the top of the staircase (leads to the **Maintenance Hall**)

-or explore the airship (leads, eventually, to the **Lounge**)

The Adventure Itself

The Storeroom

*Show all players the **Storeroom Map**.*

If our adventurers follow the mist, it'll lead them to the **Storeroom**. In the corner of the larger room, concealed by crates, the mist concentrates around one room in particular, seeping through the cracks under the door. A pile of gas masks sits near the door.

The door is locked. Players can attempt to lockpick the door, slam it open, or look around for a key. When the door is opened, the mist will make entry impassable until the players equip the masks. The masks offer a little armor, but not much.

*Show all players the **Alchemist's Closet Map**.*

When the players get into the alchemist's closet, they'll see faintly through the mist that the room is crowded with all sorts of chemical equipment. In this room, their vision is limited. A woman, covered in bulky, protective leather gear, donning an imposing gas mask that conceals

her face, turns and is shocked to see the players. She holds up a bottle, as if ready to throw it, in self defense.

Luka is part of the ship's crew, its chemist. She's fascinated by her work and will ramble on about it if given the chance, but she's more timid than usual here due to her unexpected guests. She is also hiding a second job- in exchange for precious metals someone has been giving her, she brewed the very sleep potion that filled the air in the dining hall.

If players calm the situation down with a DC10 Persuasion check, they can find out from Luka that she provided Alec, a shiphand who lives in the **Crew Quarters**, with the sleep potion in exchange for metals he had, under the understanding that he needed them to get his sleep. She knows nothing of the event in the dining hall, having been hard at work the whole time.

If players decide to battle Luka, she'll defend herself by throwing objects of various sizes and potions at them from around her doing a D10 roll of damage every time, attempting to keep her distance the whole time. She doesn't put up much of a fight, and doesn't use any spells, being a 1st level [alchemist](#). Upon defeat, the players can find notes around her room, like "Sleep potions for Alec- deliver to **Crew Quarters**" among a pile of precious metals and her usual notes. Either way, the DM should guide the players to the **Crew Quarters**.

The Lounge

*Show all players the **Lounge Map**.*

The ship's lounge is lavish and plushy, outfitted lovingly with fine armchairs and fancy carpeting. A few patrons mull about, but most are elsewhere in the ship. A stern-faced, lanky librarian stands near the bookshelves, watching anyone who goes near with agitation. And a

particular part of the shelf, near the space where some books have been taken out, is a small chemical spill that has painted the carpet a sickly blue. A piece of metal has been stripped off of the lavish bookshelf. The players may recognize the chemical as the same color as the mist that put everyone to sleep (can be confirmed with a DC10 perception check).

The librarian, Osprey, can be asked about the books, the chemical spill, or any number of things. He's rather willing to gossip if the players sympathize with his annoyance regarding the mess or the patrons (DC15 Persuasion check), but may otherwise be easily intimidated (DC15 Intimidation) into talking about what happened here. Evidently, the young man who checked out the books in that spot was a crew member named Alec. The books were about care for strange and rare creatures- particularly dangerous ones, at that. Osprey is fairly certain the boy damaged the metal from the bookshelf while he was at it. Only after the boy had run off to the **Crew Quarters** had Osprey realized he'd left an unsightly stain on his pristine library.

The Maintenance Hall

*Show all players the **Maintenance Hall Map**.*

Following the trail of assorted cutlery, the players will find themselves in the maintenance hall. State-of-the-art machines whirr and sputter, steam jets out from vents, and below the central catwalk the players stand on, workers can be seen tinkering with levers and pulleys in the guts of the *Armada*. A few can be heard complaining about how half of their equipment has gone missing, especially the metal stuff. By the entrance, a pile of debris rests atop a crate filled with all sorts of gears and knickknacks

Two guards stand on the left balcony of the catwalk, looking perplexed by a spoon left on the catwalk. They chatter, not initially noticing the players. The players can fight the human [guards](#), who are both wielding spears. The players can also attempt to sneak past the guards (DC20 Stealth), distract them using the debris (DC10 Deception), or attempt to convince the guards that they're investigating the spoons themselves (DC15 Persuasion). Regardless, getting past the guards will lead to the continuation of the silverware trail, eventually leading to a door in the **Crew Quarters**.

Ending the Adventure

The Crew Quarters

*Show all players the **Crew Quarters Map**.*

The players- whether led here by spoons or clues from other people on the ship- will eventually come to the Crew Quarters. One door, stained partially blue, with a fork poking out from under it, is labeled "Alec Hilbrook - Shiphand". A faint clinking of metal can be heard from inside. Players must attempt to breach the door, as Alec won't open it voluntarily (DC 15 Athletics).

*Once breached, show all players the **Alec's Room Map**.*

Inside, the players will find Alec, a scrawny, soot-covered 2nd-level [commoner](#) who jumps in front of his pet defensively as soon as he sees his door breached. And his pet- a [rust monster](#)- stands behind him, chewing on a set of silverware that has fallen from a bag stuffed with it. Around the room, scraps of metal of all types lay bare, with bite marks through them.

Alec has been hopping between jobs on luxury ships, which all had the same string of thefts of metals, jewelry, and metal cannibalism, in order to find the precious metals he needs to feed his rather hungry pet. His pet is the only remaining remnant of his father, a miner who would take care of unusual beasts. Alec, down on his luck after his father passed away, figured that airships- luxury, state-of-the-art machines patronized only by the upper echelons of society, would be a great source for precious metals to feed little Toothey. The sleep potion was his doing, a commission from the ship's alchemist in exchange for some previously pilfered metals; the entire scheme was to get quick access to silverware and patrons' precious belongings, and get out.

Alec will willingly explain himself if the players give him the chance to, but otherwise doesn't put up much of a fight. If players try to fight him, he will defend himself with his pet by his side, and then players can find out his motivations (which he would otherwise explain to them in a trembling voice, trying to convince them he had his reasons and not to tell on him) by rifling through his belongings, including his diary (DC10 Investigation). If players decide to keep Alec's theft and motivations a continued secret, he will thank them graciously, and offer them the best view on the ship- from the top deck. If players manage to apprehend Alec and the rust monster, they can turn him over to the ship's security, and will be summarily rewarded with a suite with a lovely albeit guilty view by staff. Killing Alec and his pet will result in the crew's thanks, but nothing more. Either way, the cruise goes without further incident, as Alec has either lost his pet or has all the metals it needs to eat for a while, and he leaves on the ship's next stop, presumably looking for another job on another airship.

Maps and Handouts

Airship Map



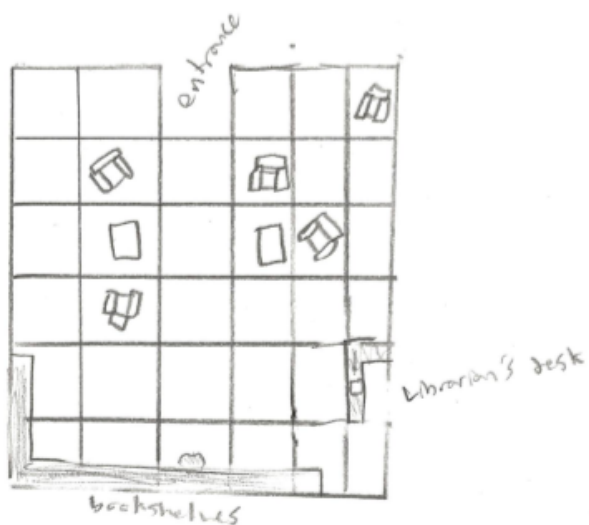
Storeroom Map



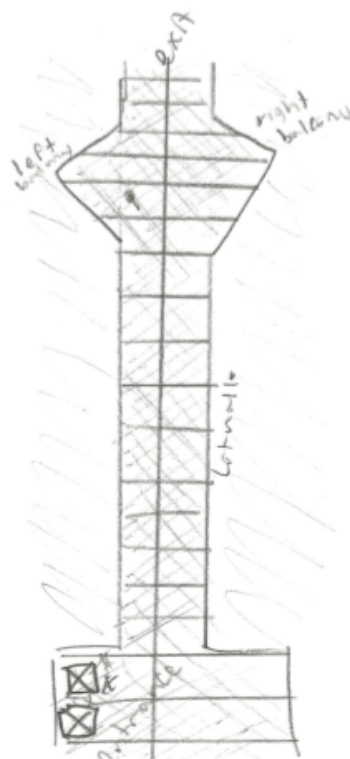
Alchemist's Closet Map



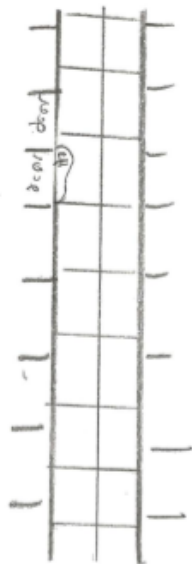
Lounge Map



Maintenance Hall Map



Crew Quarters Map



Alec's Room Map

